**What Is Claimed Is:**

1.  A game system, comprising:

a racing field formed on a predetermined board; and

a running model, to which an inherent ability parameter varying in accordance with a given environment is assigned, caused to run a race on the racing field,

wherein the racing field comprises a plurality of field regions in which the running model runs based on a current ability parameter, in accordance with the respective field regions.

2.  The game system of claim 1, wherein one of the field regions is a region maintained so that the running model performs steady running in which a current ability parameter of the running model is maximized, and the other one of the field regions is a region formed so as to obstruct the steady running.

3.  The game system of claim 1, wherein one of the field regions is a flat region maintained not to obstruct the running of the running model, and the other one of the field regions is a region in which obstacles are arranged on part of a track on which the running model runs.

4.    The game system of claim 1, wherein one of the field regions is a region simulating a turf course, and the other one of the field regions is a region simulating a dirt course in which soil is exposed.

5.    The game system of claim 1, wherein a passageway is formed between the plurality of field regions so that the running model can enter and exit, and the same running model can run on races on the plurality of field regions.

6.    The game system of claim 5, wherein the plurality of field regions form concentric racing courses.

7.    The game system of claim 1, further comprising a game value adding device which adds a game value in accordance with a result of the race.

8.    A game system, comprising:
      a racing field formed on a predetermined board; and
      a running model, to which an inherent ability parameter varying in accordance with a given environment is assigned, caused to run a race on the racing field,
      wherein the racing field comprises a plurality of field regions which provide the running model

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with variable factors of the ability parameter, the variable factors differing in accordance with running of the running model in the respective field regions.

9. The game system of claim 8, wherein one of the field regions is a region maintained so that the running model performs steady running in which a current ability parameter of the running model is maximized, and the other one of the field regions is a region formed so as to obstruct the steady running.

10. The game system of claim 8, wherein one of the field regions is a flat region maintained not to obstruct the running of the running model, and the other one of the field regions is a region in which obstacles are arranged on part of a track on which the running model runs.

11. The game system of claim 8, wherein one of the field regions is a region simulating a turf course, and the other one of the field regions is a region simulating a dirt course in which soil is exposed.

12. The game system of claim 8, wherein a passageway is formed between the plurality of field regions so that the running model can enter and

exit, and the same running model can run on races on the plurality of field regions.

13. The game system of claim 12, wherein the plurality of field regions form concentric racing courses.

14. The game system of claim 8, further comprising a game value adding device which adds a game value in accordance with a result of the race.

15. A game system, comprising:

a racing field formed on a predetermined board; and

a plurality of running models, to each of which an inherent ability parameter varying in accordance with a given environment is assigned, caused to run a race on the racing field,

wherein the racing field comprises a plurality of field regions in which each of the running models runs based on a current ability parameter in accordance with the respective field regions, whereby each of the running models is provided with variable factors of the ability parameter, the variable factors differing in accordance with running of each of the running models.

16. The game system of claim 15, wherein one of the field regions is a region maintained so that the running model performs steady running in which a current ability parameter of the running model is maximized, and the other one of the field regions is a region formed so as to obstruct the steady running.

17. The game system of claim 15, wherein one of the field regions is a flat region maintained not to obstruct the running of the running model, and the other one of the field regions is a region in which obstacles are arranged on part of a track on which the running model runs.

18. The game system of claim 15, wherein one of the field regions is a region simulating a turf course, and the other one of the field regions is a region simulating a dirt course in which soil is exposed.

19. The game system of claim 15, wherein a passageway is formed between the plurality of field regions so that the running model can enter and exit, and the same running model can run on races on the plurality of field regions.

20.   The game system of claim 19, wherein the plurality of field regions form concentric racing courses.

21.   The game system of claim 15, further comprising a game value adding device which adds a game value in accordance with a result of the race.

22.   A game system for holding a race by causing a running image, to which an inherent ability parameter whose value varies in accordance with a given environment is assigned, to run a race on an electronically-formed racing field image, wherein

the racing field comprises a plurality of field regions in which the result of processing the current ability parameter using processes differing in accordance with the respective regions is reflected, the field regions providing the running image with variable factors of the ability parameter, the variable factors differing in accordance with running of the running image, and wherein

one of the field regions is a region simulating a turf course, the other one of the field regions is a region simulating a dirt course in which soil is exposed, in which the condition of the turf in the region simulating the turf course

20 and the condition of the soil in the region

21 simulating the dirt course can be adjusted.


1 23. The game system of claim 22, further

2 comprising a game value adding device which adds a

3 game value in accordance with a result of the race.